

In the Claims

The following listing of the claims replaces all previous listings.

1. (Currently Amended) A method of creating programmable data objects for use in a multi-tier computing architecture, the method comprising:

dragging a graphical representation for a server processing resource from a server explorer module to a visual design surface module to add a processing item to a programmable data object being created in the visual design surface module, the server processing resource including at least one of a message queue, a file watching process, an event manager, a print server process, a file system, and a database;

identifying data schema associated with the server processing resource added to the programmable data object;

creating a typed dataset containing the data structures corresponding to the data schema associated with the server processing resource;

creating a command adapter to provide data transfer commands within the programmable data object between the programmable data object and the server processing resource; and

creating a data transfer connection between the programmable data object and the server processing resource; and

inserting a database connection module that creates the data transfer connection between the programmable data object and a database when the dragged item is a database table within the database, wherein the database connection module comprises:

a data connection object for creating and managing the data transfer connection between the programmable data object and the database;

a managed resource module for providing the data connection object with address and identification information to establish the data transfer connection; and

a persistent data storage for maintaining the address and identification information used by the managed resource module.

2. (Original) The method according to claim 1, wherein the method further comprises: creating additional initialization methods to support the items added to the programmable data object.

3. (Previously Presented) The method according to claim 2, wherein the method further comprises:

- editing the processing items within the visual design surface module;
- updating the processing items edited within visual design surface module;
- updating the typed dataset within visual design surface module;
- updating the command adapters within the visual design surface module;
- identifying any other processing items containing references to data structures and

functions edited; and

updating the identified items containing references to data structures and functions edited to make all references consistent with each other.

4. (Original) The method according to claim 3, wherein the items comprise properties and processing instruction source code that may be edited.

5. (Canceled)

6. (Canceled)

7. (Currently Amended) A computing system of creating programmable data objects for use in a multi-tier computing architecture, the computing system comprising:

- a memory module;
- a user interface module;
- a mass storage system; and
- a programmable processing module, the programmable processing module performing a sequence of operations to implement the following:

- dragging a graphical representation for a server processing resource from a server explorer module to a visual design surface module to add a processing item to a programmable data object being created in the visual design surface module, the server processing resource including at least one of a message queue, a file watching process, an event manager, a print server process, a file system, and a database;

identifying data schema associated with the server processing resource added to the programmable data object;

creating a typed dataset containing the data structures corresponding to the data schema associated with the server processing resource;

creating a command adapter to provide data transfer commands within the programmable data object between the programmable data object and the server processing resource; and

creating a data transfer connection between the programmable data object and the server processing resource; and

inserting a database connection module that creates the data transfer connection between the programmable data object and a database when the dragged item is a database table within the database, wherein the database connection module comprises:

a data connection object for creating and managing the data transfer connection between the programmable data object and the database;

a managed resource module for providing the data connection object with address and identification information to establish the data transfer connection;
and

a persistent data storage for maintaining the address and identification information used by the managed resource module.

8. (Original) The computing system according to claim 7, wherein the sequence of operations further comprises creating additional initialization methods to support the items added to the programmable data object.

9. (Previously Presented) A computing system according to claim 8, wherein the sequence of operations further comprises:

editing the processing items within the visual design surface module;

updating the processing items edited within visual design surface module;

updating the typed dataset within visual design surface module;

updating the command adapters within the visual design surface module;

identifying any other processing items containing references to data structures and functions edited; and

updating the identified items containing references to data structures and functions edited to make all references consistent with each other.

10. (Original) The computing system according to claim 9, wherein the items comprise properties and processing instruction source code that may be edited.

11. (Canceled)

12. (Canceled)

13. (Currently Amended) A computer program product readable by a computing system and encoding instructions for a computing process for creating programmable data objects for use in a multi-tier computing architecture the computing process comprising:

dragging a graphical representation for a server processing resource from a server explorer module to a visual design surface module to add a processing item to a programmable data object being created in the visual design surface module, the server processing resource including at least one of a message queue, a file watching process, an event manager, a print server process, a file system, and a database;

identifying data schema associated with the server processing resource added to the programmable data object;

creating a typed dataset containing the data structures corresponding to the data schema associated with the server processing resource;

creating a command adapter to provide data transfer commands within the programmable data object between the programmable data object and the server processing resource; and

creating a data transfer connection between the programmable data object and the server processing resource; and

inserting a database connection module that creates the data transfer connection between the programmable data object and a database when the dragged item is a database table within the database, wherein the database connection module comprises:

a data connection object for creating and managing the data transfer connection between the programmable data object and the database;

a managed resource module for providing the data connection object with address and identification information to establish the data transfer connection; and

a persistent data storage for maintaining the address and identification information used by the managed resource module.

14. (Original) The computer program product according to claim 13, wherein the computing process further comprises creating additional initialization methods to support the items added to the programmable data object.

15. (Previously Presented) The computer program product according to claim 14, wherein the computing process further comprises:

editing the processing items within the visual design surface module;

updating the processing items edited within visual design surface module;

updating the typed dataset within visual design surface module;

updating the command adapters within the visual design surface module;

identifying any other processing items containing references to data structures and functions edited; and

updating the identified items containing references to data structures and functions edited to make all references consistent with each other.

16. (Original) The computer program product according to claim 15, wherein the items comprise properties and processing instruction source code that may be edited.

17. (Canceled)

18. (Canceled)

19. (Currently Amended) A system for creating programmable data objects for use in a multi-tier computing architecture, the system comprising:

a server explorer module for presenting one or more processing resources present on a server to a programmer for use in creating a programming object class; and[[:]]

a visual design surface module for performing the operations associated with creating, editing, and saving the programming object, the visual design surface module ~~comprises~~ comprising:

a drag/drop module for enabling a programmer to select a server resource from the server explorer module and place the selected server resource within a programmable data object on the visual design surface module, the server resource including at least one of a message queue, a file watching process, an event manager, a print server process, a file system, and a database;

a command adapter function generation module for generating a data processing object associated with the drag and drop of a server ~~processing~~ resource;

a typed dataset generation module for generating typed dataset object associated with the drag and drop of a server ~~processing~~ resource;

an init generation module for generating the set of data processing functions and methods associated with the drag and drop of a server ~~processing~~ resource; and

a properties edit module for retrieving the properties and source code for the various objects within the visual design surface module for editing; and

a database connection module for creating a data transfer connection between the programmable data object and a database when the dragged item is a database table within the database, wherein the database connection module comprises:

a data connection object for creating and managing the data transfer connection between the programmable data object and the database;

a managed resource module for providing the data connection object with address and identification information to establish the data transfer connection;
and

a persistent data storage for maintaining the address and identification information used by the managed resource module.

20. (Original) The system according to claim 19, wherein the drag/drop module comprises:

an explorer interface module to select a server resource from the server explorer module and place it within a data object within the visual design surface module;

a user interface module to perform the visual display and command input operations associated with the drag/drop operation; and

a class generation module to cause the visual design surface module to perform the operations to complete the drag/drop process of a server resource onto the visual design surface module.

21. (Previously Presented) The system according to claim 19, wherein the drag/drop module further causes the other processing modules in the visual design surface module to perform their operations to complete the drag/drop process of a server resource onto the visual design surface module.

22. (Original) The system according to claim 19, wherein the command adapter function generation module comprises:

a GetDS module for generating a GetDataSet function that fills a typed dataset with data obtained from a corresponding database; and

an updateDS module for generating an UpdateDataSet function that updates a database using the data stored within the typed dataset.

23. (Original) The system according to claim 19, wherein the command adapter function generation module further accepts an updated command adapter module that has been edited by the properties edit module and generates the updated source code for the functions within the command adapter modules.

24. (Original) The system according to claim 19, wherein the typed dataset generation module comprises:

a Table Schema module for generating the table records from the database schema within the dataset object;

a Relations module for generating the relationship data for the fields within the records within the dataset based upon the corresponding relationship data from the database; and

a Views module for generating the database views data for the records within the dataset based upon the corresponding views data from the database.

25. (Original) The system according to claim 19, wherein the typed dataset generation module further accepts an updated typed dataset module that has been edited by the properties edit module and generates the updated source code for the functions within the typed dataset module.

26. (Original) The system according to claim 19, wherein the init generation module comprises:

an Init Function module for generating the processing functions and methods within the programmable data object associated with the command adapter modules;

an InitDataSet module for generating the processing functions and methods within a programmable data object module associated with the type dataset class; and

an InitConnection module for generating the processing functions and methods within the programmable data object associated with the data transfer connection between the programmable data object and the database.

27. (Original) The system according to claim 19, wherein the init generation module further accepts an updated Code Generated Method module that has been edited by the properties edit module and generates the updated source code for the functions within the command adapter modules.

28. (Previously Presented) The system according to claim 19, wherein the properties edit module comprises:

a Properties Retrieval module for retrieving the properties and source code for the various objects within the visual design surface module for editing;

a User Interface module for presenting the properties and source code to a programmer, and accepting edits from the programmer; and

a class update module for updating the edited object.

29. (Original) The system according to claim 28, wherein the class update module further:
identifies all other items within the visual design surface module that are affected by the
changes made to the edited item; and
updates the identified items consistent with the edits made to the edited item.

30. (Previously Presented) The system according to claim 19, wherein the properties edit
module further:
identifies all other objects within the visual design surface module that are affected by the
changes made by the update operations; and
updates the identified objects.